

Heavy Rain Games

- Playful relationship of shadows to time:
 - Don't touch shadow.
 - Accelerate drift.
- Determine boundaries of capital architecture.
- Choice: crowd/isolation
- Disregard Destination
- Occupy social terrain
- Reverse unclear objective
- Engage imagination
- Determine progression
- Challenge logical error
- Ignore externality
- Outside forces
- Replicate precedent
- Localize scale
- Then expand